KALAH

Keel is one of many similar board games beginn in ratios pains of the world. They are generically known as mancals games and have been played for thousands of years in Egypt, where boards have boen bund caved they have been been praint of Chapos and spead to Asia and Africa, where the Arabed through a late exports of Egyptian Institute Louppain travelers were introduced to the total of melecular control of the called the speak of called the speak of the called the played the played the played the through a through the played the through the played the played the through the played the through the through the played the through the through the through the through through the through through the through through

African slaves brought 'mancala' games to Surinam and the West Indies, where they survive unchanged. In some rural areas of Africa today, children play these age-old games on 'boards' scooped out of the ground.

Though traditionally played by primitive tribesmen, the strategy of these games is highly complex and demands a fine mathematical calculation of possible moves and their results.

INSTRUCTIONS

THE BOARD:

This has 12 playing cups in two rows of six and two scoring or capturing cups.

THE OBJECTIVE:

Each player attempts to capture as many seeds as possible.

START OF PLAY:

Five seeds are placed in each of the 12 playing holes. If a one player game is selected, player one has the lower set of cups (green) and the computer is the top row of red cups.

If a two player game is selected, player one is the green lower cups and player two is the red upper cups.

PLAYING:

In his turn, each player takes all the seeds from one cup on his side of the board and Sows' them one by one in the cups around the board in an anti-clockwise direction — thus if there were four seeds in his cup, he sows one of them in each of the next four cups. If there are more than 12 seeds in a cup them the movement of the seeds from that cup will be more than one climat for the hoard.

CAPTURING:

turn

A player makes a capture if he sows the last seed from a cup into his scoring or capturing cup. This entitles the player to take another

LOADING INSTRUCTIONS

To Load: Type LOAD", then press RETURN key (no name required). You may have to adjust the volume settings and emember to have the tone on high. Once the program has loaded, stop the tape and type RUN, push CR.

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